The Complete Computer Fireworks Celebration Kit™

Now you can create all the pomp, pageantry and plain old-fashioned excitement of a fireworks display right in your own home. Thrill your family and friends. Anytime. On any occasion.

The Complete Computer Fireworks Celebration Kit also lets you create computer greeting cards. It's a whole new way to say "Happy Birthday!" "Congratulations" or "Be My Valentine" — because you say it with fireworks, words and even music. It's easy to do and lots of fun.

Instructions For Commodore 64™

WHAT YOU CAN DO WITH
THE COMPLETE COMPUTER
FIREWORKS CELEBRATION KIT™

With The Complete Computer Fireworks Celebration Kit, you can create your own fireworks shows — complete with explosions, music and a string of surprises. The kit includes 25 types of fireworks in dozens of different shapes, sizes and colors. There are 6 unique background scenes, 7 special holiday symbols and 20 different songs to choose from. You can even use songs composed with The Music Studio,™ another home computer software program by Activision.

You can create your own show from the beginning or personalize one of the 9 greetings already available in the program.

Design a dazzling birthday greeting. Send a memorable congratulatory announcement to a friend or put together a Father's Day computer card. You can make a fireworks show for just about any occasion.

GETTING STARTED

- Turn on computer and disk drive.
- Insert The Complete Computer Fireworks Celebration Kit diskette into your disk drive.
- Type: **LOAD** "*", 8, 1
- Press **RETURN**.

After only one minute (thanks to Activision's QuickDrive™), The Complete Computer Fireworks Celebration Kit title show will begin. Just sit back and enjoy the entire show before you start to learn the controls.

THE CONTROLS

You can create fireworks shows with either the keyboard or a joystick plugged into port one.

Press the joystick button or the **CONTROL KEY (CTRL)** on the keyboard to go from the **SHOW SCREEN** (in this case, the title show you have been watching) to the **DESIGN SCREEN**. Try it!

The **SHOW SCREEN** is where you watch your fireworks shows. The **DESIGN SCREEN** is where you create your individual fireworks shows.

The **DESIGN SCREEN** looks like this:

OPTIONS
VALUE WINDOW
FRAME
EDIT LETTERS
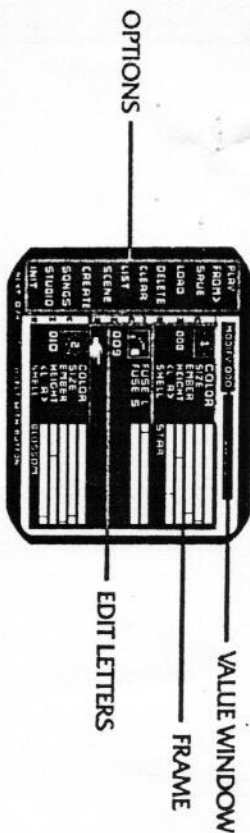
Now—just to get the feel of it—move the joystick up, down, right and left. You'll see the yellow **HAND**, your pointer, move in the same way. If you are using the keyboard, press **F1** to move up, **F7** for down, **F3** to move to the left and **F5** to move right. O.K. Now that you know how to move the **HAND**, point it to **PLAY** in the upper left-hand corner of the **DESIGN SCREEN** and press the button. You will now be back in the **SHOW SCREEN**.

Press the button (or **CTRL** key) again to return to the **DESIGN SCREEN**.

LET'S PUT ON A SHOW

The best way to learn how to use The Complete Computer Fireworks Celebration Kit is to use it. So, for starters, we're going to help you create your first fireworks show, step by step.

You'll soon see that each show is a series of frames. And each frame will specify a certain action for the computer to execute—like playing a song, writing a message, shooting off a firework of a specified type, size and color or replaying a specific sequence of frames.

Creating a show is as easy as creating a series of individual frames. A show can be as simple as the following three-frame example. Or a show can have up to 254 frames and repeat itself indefinitely.

Here's what will happen in the following three-frame example:

Frame 000 — will play Happy Birthday.

Frame 001 — will create a large, red, white and blue explosion with a long trail. It will go off about ¾ of the way up in the center of the screen.

Frame 002 — will repeat frame 001 six times.

Once you complete the following example, you'll have a basic understanding of how to use the kit. Then, we'll go on to show you how much more you really can do. Let's see how it's done.

1. CLEAR THE SCREEN
To begin a new show, you must first erase the old show. To do this, point the hand to **CLEAR** and press the button. Then type "**Y**" to answer the question "**ERASE THE SHOW?**", which appears on the screen. (Typing "**N**" leaves the existing fireworks show intact.)

2. CHANGING A DISPLAY SYMBOL
Point to the letter 'C' (which stands for **CHANGE**) beside the **stop sign DISPLAY SYMBOL** in the top frame, numbered **000**. Then press the button. Press it again. And again.

Everytime you press the button with the hand pointed at the letter 'C', you are **CHANGING the DISPLAY SYMBOL** for that frame.

3. BRING OUT THE BAND ♪
Keep changing the display symbol until you see the **musical note**. Then move the hand to the word **SONG** and press the button.

Move the joystick to the right or left. See how the song names keep changing? When "**HAPPY BIRTHDAY**" appears next to the hand, press the button to select that song.

Now point to **SOUNDS**, press the button and move the joystick left or right. You will notice that you are changing from **ON** to **OFF**. Leave **SOUNDS ON** so you will hear the explosion sounds.

4. MAKE A BIG SPLASH
Notice how the stop sign is now located in frame number **001**. Point to the letter 'C' in that frame. Press the button until you are looking at a circular display symbol with a '**1**' in the center of it. (This display symbol stands for the firework called **MORTAR 1**.)

Next, move the hand to the word **COLOR** and press the button. Move the joystick to the left or right to view your color choices. Notice how the color bar changes colors. When the color bar is red, white and blue, press the button to select those colors.

Now point to the word **SIZE** and press the button. Move the joystick to the right or left to "fill in" the bar. (The more you "fill in" the bar, the bigger the explosion.) Fill in the entire bar and press the button.

Point to the word **EMBER** (which means the length of the trail your explosion will leave) and press the button. By moving the joystick to fill in the entire bar, you'll create the longest possible trail. Then, press the button.

Point to the word **HEIGHT** (the height of the explosion) and press the button. This time move the joystick until the bar is three-quarters full and press the button again. This will make the explosion go off about ¾ of the way up the screen.

Next, point to **<L R>** (which stands for **LEFT** and **RIGHT**) and press the button. To position your explosion right in the center of the screen, fill in the bar half way and press the button.

Pick a shape for your explosion by pointing to the word **SHELL** and pressing the button. Move the joystick to view all the different shapes. When "**WILLOW**" appears on the screen, press the button.

5. PLAY IT AGAIN

Point to the letter "C" in frame **002**. Press the button until you see the display symbol that looks like a camera. This is the **INSTANT REPLAY** display symbol which allows you to replay a frame. Next, move the hand to the word **REPLAY**, located to the right of the camera display symbol and press the button. Then move the joystick to the left or right until number **001** appears. Press the button again.

Now point to the word **TIMES**, press the button, move the joystick to the right until the number **006** appears and press the button again. (This will repeat the firework in frame **001**, six times.)

6. SHOW TIME

You are now ready to run your first fireworks display.

Just point to **PLAY**, press the button and sit back and watch seven big colorful explosions to the tune of "Happy Birthday".

EDITING YOUR SHOW

There are three letters along the left edge of each frame. They are **C**, **I** and **R**. They stand for **CHANGE, INSERT** and **REMOVE.**

C changes a display symbol.
I inserts a blank frame.
R removes a frame from the show.

To **CHANGE, INSERT** or **REMOVE** a frame, simply point to the letter **C, I** or **R** and press the button. When you see the word **CHANGE, INSERT** or **REMOVE** flashing in the upper left box of the design screen, press the button again.

SCROLLING

You can only see three frames of your show on the design screen at any one time. To view the frames above and below those you can see, move the yellow hand to the tiny grey triangles near the upper and lower left corners of the screen. Move the joystick up to scroll up, down to scroll down.

VARIABLES AND THEIR VALUES

By going through **"LET'S PUT ON A SHOW"**, you have seen that there are many different display symbols representing the different kinds of fireworks and other effects. Almost all the display symbols have accompanying **VARIABLES**. Variables are always located to the right of the display symbol. **COLOR, SIZE, EMBER** and **HEIGHT** are examples of variables.

THE VALUE WINDOW

In addition to the bars and descriptions, every variable has a numeric value. If the value of a variable is indicated by a bar, as it is in **HEIGHT, SIZE, EMBER** and **<L R>**, then the numeric value can be anywhere from **000** to **127**. For example, a **SIZE** variable with a value of **020** would be much smaller than a **SIZE** variable with a value of **120**.
If a variable is described by a word, as it is in **COLOR** or **SHELL**, the value will depend on the number of choices. For example, for **MORTAR 1** there are ten different colors. Each color is assigned a value from **000** to **009**.

When you point the hand at any variable, the numeric **VALUE** is displayed in yellow numbers next to the word **MODIFY** at the top of the screen. That area is called the **VALUE WINDOW**.

To modify the numeric values of any variable, simply point to the variable name and press the button. Then use the joystick to modify the value by either filling a bar or changing a description. As you do this, you will notice the numbers in the value window changing.

Use the numbers in the **VALUE WINDOW** to create precision sequences. For example, to make sure two explosions will go off at exactly the same height, make the values of their **HEIGHT** variables equal.

If you want two displays to be on the screen for exactly the same length of time, give their **TIMER** variables exactly the same value. Compare your values to coordinate the sizes of three explosions. Or calculate explosion times to coincide with certain points in your music.

The **WORDS** variable in **TEXT MESSAGE** is the only variable that does not have a numeric value. This is because, with the **WORDS** variable, you use the keyboard to type in a message, and no values are assigned.

THE WORKS — A GLOSSARY

This is the stuff great shows are made of: flags, fireworks, sounds, music and more.

MORTARS 1 & 2
MORTARS 1 & 2 are the biggest, brightest fireworks of them all — like the grand finale at a Fourth of July show. They go so high, you can no longer see the ground when they explode.
Here are their variables:

COLOR: Choose from ten different color combinations.
SIZE: The size of the explosion ranges in value from **000** to **127**; the larger the value, the bigger the explosion.
EMBER: This is the length of the trail left by an explosion. It also ranges in value from **000** to **127**.
HEIGHT: The height of the explosion goes from **000** to **127** (127 being the highest).

<L R>: This is the horizontal take-off position. A value of **064** puts the explosion directly in the center, **000** puts it to the far left and **127** to the far right.
SHELL: There are eight different explosion shapes with values from **000** to **007**. They are round, butterfly, blossom, willow, star, oval, watermelon and palm.

MORTAR 3
MORTAR 3 also goes off high in the sky. But, instead of giant explosions, these are smaller explosions or festive displays that drift slowly down.
TYPE: You can choose from five fireworks and eight festive symbols. The fireworks are bumblebee, crackle, helicopter, roman candle and spinner. The festive symbols are parachute, present, shamrock, pumpkin, wreath, heart, money bag and rose.

MORTAR 4
These are high fliers, too. Their explosion is small, but they can fire over and over if you give them a lot of salutes.
SALUTES: The number of explosions in one shell ranging from **000** to **127.**
NOTE: MORTARS 1, 2, 3 and 4 can all be shot off simultaneously.

GROUND LEFT & RIGHT
These are stationary fireworks that sit on the ground in the lower left and right corners of the screen.
TIMER: This sets length of time the item is displayed (from **000** to **127**).

GROUND SHOTS 1, 2, & 3
Unlike **MORTARS, GROUND SHOTS** go off rather close to the ground.
GROUND SHOTS 1 & 2 let you select from **4 TYPES** of fireworks. They are silver jet, serpent, small salute and large salute.
GROUND SHOT 3 gives you the same selection of fireworks and symbols that is found in **MORTAR 3.**

TEXT MESSAGE [icon]

Here's where you can put anybody's name — or any phrase — up in lights.

WORDS: Using the keyboard, type your message in the space between the quotation marks. Your message can be up to **28** characters long in one frame. For longer messages, use more than one frame.

TIMER: This is the length of time your message is on the screen. The values range from **000** to **127**, but any value less than **5** will go by too fast to read.

SCROLL: If you want a message that moves from right to left across the message area, set the speed value between **001** and **127** for a scrolling message. (**001** is very slow, and **127** is quite fast.)

If you want a stationary message, like the ones in the title show, leave **SCROLL** set at **000**.

MUSIC [icon]

The Complete Computer Fireworks Celebration Kit gives you twenty different songs to choose from. The songs are loaded into your Commodore 64 memory in groups of four. And you can use up to four different songs in any one show, which means you can change songs at any point in the show. (See "SONGS" in the OPTIONS section to learn how to select song groups.)

You can also use a song from Activision's **The Music Studio.** (See "STUDIO" in the OPTIONS section to learn how to do this.)

SONG: Lets you choose from a group of four different songs.
SOUNDS: Turns explosion sounds **ON** or **OFF**.

INSTANT REPLAY [icon]

This replays any sequence from the frame you designate to the INSTANT REPLAY display symbol.

For example: Let's say you have a show that's ten frames long, and the tenth frame has the **INSTANT REPLAY** symbol. If you type **"009"** next to **REPLAY**, you'll replay only frame **009**. But, if you type in **"006"** instead, you'll replay frames **006, 007, 008 and 009** in that order.

REPLAY: Type in the number of the frame that starts the replay sequence.

TIMES: Type in the number of times you want to replay the sequence.

FUSE [icon]

Sometimes you may want more time between frames, you may want a dramatic pause between two explosions or you may want an explosion to coincide with the end of a musical phrase. That's when you use the fuse.

FUSE L: These are 4/60th second increments (for longer fuses).
FUSE S: These are 1/60th second increments (for very short fuses).

NOTE: If you use the long and short fuses together, your time between frames will be the combined sum of both fuses together.

For example: If **FUSE L** had a value of **002** ($2 \times 4/60 = 8/60$) and **FUSE S** had a value of **003** ($3 \times 1/60 = 3/60$), the total time between frames would be 11/60 of a second.

WAIT [icon]

To make sure that the last frame is completed before the next one begins, use **WAIT**. This is particularly useful following text messages or when you want two mortars or two ground shots to go off one right after the other with a delay in-between.

STOP [icon]

This simply stops the show — no matter how many frames may follow it.

EXERCISING YOUR OPTIONS

Once you've created a dazzling show — or even as you're creating it — The Complete Computer Fireworks Celebration Kit gives you lots of **OPTIONS.**

The **OPTIONS** are listed on the left side of the screen. To use them, point to them by using your joystick to position the yellow hand and then press the button.

PLAY
Plays the show from the beginning, starting with frame 000.
FROM>
Plays the show from the top frame shown on your screen.
SAVE
Saves your show to an initialized diskette.

and press the button again. Be sure to give it a six-character name.

BEFORE YOU PRESS THE BUTTON THE SECOND TIME, BE SURE YOU'VE PUT AN INITIALIZED DISKETTE INTO YOUR DRIVE. (See INIT at the end of this section.)

YOU CANNOT SAVE SHOWS TO THE COMPLETE COMPUTER FIREWORKS CELE-BRATION KIT DISKETTE.

LOAD

Loads a directory of all the shows on your diskette.

Highlight the show you want to load by moving the joystick backward or forward. Your choices will be highlighted in green. When you've highlighted your selection, press the button twice to load that particular show. Average loading time is less than 15 seconds.

DELETE

CAUTION: DELETE PERMANENTLY ERASES SHOWS FROM YOUR DISKETTE. To use, point hand to **DELETE** and press the button. Then type in the exact show name you wish to delete and press the button again.

CLEAR

Clears a show off your screen but **NOT** off your diskette. To **CLEAR**, point to the word **CLEAR** and press the button. To **CLEAR** your show, type **'Y'** to answer the question **"ERASE THE SHOW?"**, which appears on the screen. Type **'N'** to answer the question if you change your mind and decide not to clear your show.

LIST

Lets you print out a show listing. You'll need a Commodore 1526, Commodore MPS801 or compatible printer.

To **LIST**, point to the word **LIST** and press the button. Then type **'Y'** to answer the question **"PRINT THE LIST?"**, which appears on the screen. Your show listing will print automatically. If you forgot to turn your printer on before trying to list your show, the error message **"I/O ERROR!"** will appear at the top of the screen. Turn your printer on if this happens and try again. If you decide not to print out your show listing, type **'N'** to answer the question **"PRINT THE LIST?"**.

The show listing includes the frame number, display item name and the accompanying numeric values for every variable. (See **THE VALUE WINDOW** in the previous section.)

SCENE

You can select from six different background scenes for your show. These include a castle, amusement park, park, ship, bridge and city skyline.

Simply highlight your choice in green by moving the joystick up or down and pressing the button twice. You can only use one scene per show.

CREATE

CREATE lets you make a show to send to a friend, even if they don't own The Complete Computer Fireworks Celebration Kit. To find out exactly what to do, see the next section called **HOW TO SEND A GREETING TO A FRIEND.**

SONGS

The Complete Computer Fireworks Celebration Kit gives you five song groups with 4 songs in each one.

The five song groups and their songs are:

Group 1 — Star Spangled (Banner)
Stars & Stripes (Forever)
1812 Overture
Happy Birthday

Group 2 — God Save The King
Merry Christmas
Washington Post March
Sabre Dance

Group 3 — Marine Hymn
Pomp & Circumstance
Anchors Aweigh
Hail To The Chief

Group 4 — Dragon Fire
U.S. Air Force
Battle Hymn (of the Republic)
Caissons Go Rolling Along

Group 5 — William Tell Overture
Sky High
Hanabi
The Blue Danube

Highlight your song group selection in green by moving the joystick forward or backward, then press the button twice.

STUDIO

You can even use songs created from **The Music Studio**, Activision's composer, synthesizer and recording program.

To use, insert The Music Studio song disk into the disk drive. Point the hand to the word **STUDIO** and press the button. (If you forgot to put The Music Studio song disk into your disk drive, you will be asked to do so on the screen.) A directory of song names will appear on the screen. Use the joystick to highlight your selection in green and press the button twice. Don't forget to return The Complete Computer Fireworks Celebration Kit diskette to your drive once you have retrieved your selection.

NOTE: When using The Music Studio, you can only use one song per show. Tempos created at speeds 2, 3 and **4** will play at a slightly faster tempo. And the last 30 notes in the longest songs may not be played. Also, the explosion sounds will not be heard.

IMPORTANT: To **SAVE** or **CREATE** to a diskette, you must always initialize it first.

HOW TO SEND A GREETING TO A FRIEND

6. FIRST INITIALIZE A DISKETTE

If you've used a Commodore 64 a lot, you probably already know that, in order to store information on a diskette, you must first "initialize" it.

You can use The Complete Computer Fireworks Celebration Kit to initialize a diskette by choosing the **'INIT'** option. Here's all you do:

Using your joystick to maneuver the yellow hand, point to **INIT** and press the button.

This "initializes" or prepares your diskette to receive files. (See step 1. in the next section.)

You will be asked to type in a six-character name. Do so, then press the button again.

NOW IS THE TIME TO INSERT YOUR BLANK GREETING DISKETTE. YOU CAN EVEN USE THE ONE PROVIDED IN THIS PACKAGE.

When you're sure you have the right diskette in your drive, type **'Y' (for YES)** in response to **"CLEAR THE DISK?"** You will hear your disk drive initializing your diskette. If you type **'N' (for NO)**, you will simply go back to the **DESIGN SCREEN.**

2. GET PERSONAL

The Complete Computer Fireworks Celebration Kit gives you an entire library of pre-designed shows. Use the **LOAD** option to select a greeting from the program diskette. Then, personalize it for your own friends and family.

For example, you can turn the Father's Day greeting into a Mother's Day greeting. Change the names in the birthday greeting. You can even change the music and background scenes.

Using these pre-designed shows is a great way to learn. By looking at and changing the show lists, you'll quickly see how to create your own different effects. And you'll quickly amaze your family and friends with your personalized shows.

3. PUT IT ON DISK

Whether you load in and personalize one of the pre-designed shows or put together your own show from the ground up, you need to put it on a diskette to send it off.

First, make sure the right show is loaded into the computer. You might want to play it a couple of times just to see if everything is exactly how you want it.

Then point to **CREATE** and press the button. If the name of your show is not already spelled out next to the flashing word **SAVE,** type it in. Remember to use a six-character show name.

NOW PUT YOUR INITIALIZED DISKETTE BACK IN THE DRIVE AND PRESS THE BUTTON.

Type your name in the spaces provided and press the button again. You are now **CREATING** a show for your friend. Depending on how long your show is, this process can take several minutes. Just sit back and wait until the red light goes off on your disk drive.

4. SEND IT OFF

Before you send off your new computer greeting card, it's a good idea to test it out. Turn your Commodore 64 **OFF,** then **ON.**

○ If your show is the only file on the diskette, it can be loaded with the **LOAD "*", 8, 1** command.

● If there are other files on your diskette, you must type **LOAD, "FILE NAME", 8, 1.** (Substitute the name of your individual show for **FILE NAME.**)

Once you are satisfied that your computer greeting card works, write the loading instructions on the enclosed diskette label so your friend will always have them handy.

NOTE: Remember to write the loading instructions on the diskette label **BEFORE** you put it on the diskette. **APPLYING THE PRESSURE OF A PEN POINT ON YOUR DISKETTE COULD PERMANENTLY DAMAGE IT.**

Once you've checked and rechecked everything, you're ready to send it off. Use the enclosed customized mailer to send your first computer greeting card. It's sure to excite the lucky recipient.

5. PUT IT ON VIDEO TAPE

Another way to send a video greeting is to use your video cassette recorder (VCR) to record it onto video tape. To do this, set your VCR up for recording from your television set. Then simply record your greeting by running the greeting diskette.

TIPS, HINTS AND OTHER TIDBITS

A FASTER WAY TO CHANGE VALUES

If you're filling in a bar or going through a list of descriptions, you can speed things up by pushing the joystick up and slightly toward the left or right.

FRAME NUMBERS

Each frame has a number. You can find it by looking beneath the display symbols. A show can have up to 254 frames.

THE NEXT FRAME

In the lower left-hand corner you'll see the word **NEXT** with a frame counter. This tells you the frame at which you last stopped the show.

ABANDONING AN OPTION

There may be times when you change your mind about using an option, like **SAVE, DELETE** or **SCENE.**

To abandon it, simply move the joystick (instead of pressing the button) when you see the flashing word in the upper right-hand box or before you press the button a second time.

HAVE A BLAST!

Remember that this program is as flexible as it is fun. You can change anything you like, whenever you want to. It's all up to you. There is no right or wrong.

Designed by John Van Ryzin.

Original Music and Arrangements by Stephen Gaboury.

Produced by Jim Charne.
Additional Music Programming by Paul Promachat.
Manual written by Paula Polley.

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LET'S GET TO KNOW EACH OTHER

We're working hard to design the kind of home computer software you want. And we'd love to hear your comments. So drop us a note. We'll put you on our special mailing list. Also, if you'd like to find out about our newest computer software, call **800-633-4263 ANYTIME ON WEEKENDS.** In California, call **(415) 960-6044/5 (WEEKDAYS ONLY).**

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